

D&D Fight Club

The Succubus Paladin

By Robert Wiese



Welcome to the new *Fight Club*! At last, the column that provides complex opponents -- or occasionally allies -- at various challenge ratings is back. All you have to do is choose the right CR and drop it into your game. So if you're looking for a foe that's just a little different, this column is for you!

This month's creature comes directly from the **D&D** Creature Competition held on the Wizards of the Coast website. Eludecia is a succubus who converted to good as a conscious act of will, and the tension of the continual effort to maintain her redemption makes her quite an interesting character in a roleplaying sense. But her combat abilities are just as interesting -- and wait till you see what she can do with that huge Charisma bonus!

As a special treat for this first installment of the new *Fight Club*, Eludecia is also presented as a villain -- the result of losing her unending battle to remain good -- so that you can use her as an opponent for your good-aligned PCs. Subtle differences exist between the heroic and the villainous versions, but the two are more the same (at least in terms of statistics) than they are different.

Eludecia, the Succubus Paladin

In worlds where magic is common, powerful wizards sometimes use their dweomers to warp and change creatures for their own purposes. However, even more profound changes sometimes stem from the natural forces in the multiverse. One of those forces is love, and love somehow found the succubus known as Eludecia.

She does not talk about what happened, but during one of her many quests to tempt souls and bring them to the Abyss, she met a beautiful angel, and something unimaginable happened -- she fell in love. Eludecia fought against the unfamiliar emotion for a long time but finally realized that she could not win. So she sought out the angel and confessed her feelings for him, though she did not understand them.

When Eludecia asked for help in redeeming herself, the angel was only too happy to accommodate her. After all, the succubus was extremely beautiful, and he could not help but be attracted to her. Furthermore, the accomplishment of redeeming a demon would certainly make him well known in the angelic hierarchy and advance him in his master's service.

Redemption sometimes comes in a flash, but more often it takes years and years of painful work -- and so it was in this case. Born to evil, Eludecia found it hard even to understand goodness, let alone embrace it. However, she persevered until she finally achieved a shaky redemption. She then dedicated herself fully to the cause of good and took on the mantle of paladin, although no deity was willing to be her special patron.

Eludecia knows that she can never purge herself completely of her evil nature without magical aid, but for now, she shuns such help because she is determined to "make it on her own." Thus, she must fight each and every day to avoid slipping back into her evil ways. Thus far, she has succeeded admirably.

Combat

Succubi are not built for the battlefield, and Eludecia is still nervous about getting into fights, even with her paladin training. She is a fairly good combatant, however, and can be more aggressive than she realizes. This aggression hides her continual worry that she will someday slip off the pedestal of goodness and return to the evil that she now despises.

Eludecia refuses to be deceitful with most creatures, though she deceives evil outsiders without a second thought. She knows that they would have no scruples about tricking her, so she has none about returning the favor. Otherwise, she uses deception only for good ends and never to save her own life.

Eludecia (8th Level)

This version of Eludecia has only recently become a paladin and is only starting to get accustomed to her new abilities.

Eludecia: Female succubus paladin 2; CR 8; Medium outsider (chaotic, evil, extraplanar, tanar'ri); HD 6d8+12 plus 2d10+4; hp 58; Init +2; Spd 30 ft., fly 50 ft. (average); AC 27, touch 12, flat-footed 25; Base Atk +8; Grp +12; Atk +12 melee (1d6+4, claw) or +13 melee (1d10+7/x3, +1 *glaive*) or +13 melee (2d6+6/19-20, masterwork greatsword) or +11 ranged (1d8+4/x3, masterwork composite longbow [+4 Str bonus]); Full Atk +12 melee (1d6+4, 2 claws) or +13/+8 melee (1d10+7/x3, +1 *glaive*) or +13/+8 melee (2d6+6/19-20, masterwork greatsword) or +11/+6 ranged (1d8+4/x3, masterwork composite longbow [+4 Str bonus]); SA energy drain, smite evil 1/day, spell-like abilities, *summon tanar'ri*; SQ aura of good, damage reduction 10/cold iron or good, darkvision 60 ft., *detect evil*, divine grace, immunities (electricity, poison), lay on hands 20/day, resistances (acid 10, cold 10, fire 10), spell resistance 18, telepathy 100 ft., tongues; AL LG; SV Fort +20, Ref +17, Will +17; Str 18, Dex 14, Con 14, Int 16, Wis 14, Cha 30.

Skills and Feats: Bluff +19, Concentration +11, Diplomacy +16, Disguise +19, Escape Artist +11, Hide +11, Intimidate +19, Knowledge (religion) +5, Knowledge (the planes) +12, Listen +19, Move Silently +11, Ride +6, Search +12, Sense Motive +4, Spot +19; Dodge, Elusive TargetCW, Mobility.

Languages: Abyssal, Celestial, Common, Draconic.

Energy Drain (Su): Eludecia can drain energy (Will DC 23) from any mortal she lures into some act of passion, or by simply planting a kiss on the victim. But because she now believes this ability is evil, she no longer uses it.

Smite Evil (Su): Once per day, Eludecia may attempt to smite evil with one normal melee attack. She adds +10 to her attack roll and deals an extra +2 points of damage.

Spell-Like Abilities: At will -- *charm monster* (DC 24), *detect good*, *detect thoughts* (DC 22), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 23), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Summon Tanar'ri (Sp): Once per day, Eludecia can attempt to summon one vrock. As long as she remains good-aligned, however, no vrock will answer her summons. This ability is the equivalent of a 3rd-level spell.

Detect Evil (Sp): Eludecia can use *detect evil* at will as the spell (caster level 12th).

Tongues (Su): Eludecia has a permanent tongues ability (as the spell, caster level 12th).

Equipment: +1 *mithral breastplate armor*, +1 *glaive*, masterwork greatsword, masterwork composite longbow (+4 Str bonus) with 40 arrows, 128 gp worth of mundane equipment.

Tactics: At the start of an encounter, Eludecia decides whether her opponent must die (that is, whether it is too evil to be allowed to threaten innocents), or whether negotiation is more appropriate. In the latter case, she is straightforward and honest; in the former, she uses her smite ability as soon as possible.

Eludecia (14th Level)

By her 8th level of paladin, Eludecia has become more comfortable as a melee fighter.

Eludecia: Female succubus paladin 8; CR 12; Medium outsider (chaotic, evil, extraplanar, tanar'ri); HD 6d8+12 plus 8d10+16; hp 103; Init +2; Spd 30 ft., fly 50 ft. (average); AC 29, touch 14, flat-footed 27; Base Atk +14; Grp +19; Atk +19 melee (1d6+5, claw) or +20 melee (1d10+8/x3, +1 *holy glaive*) or +20 melee (1d8+8/19-20, +1 *longsword*) or +17 ranged (1d8+5/x3, +1 *composite longbow* [+4 Str bonus]); Full Atk +19 melee (1d6+5, 2 claws) or +20/+15/+10 melee (1d10+8/x3, +1 *holy glaive*) or +20/+15/+10 melee (1d8+8/19-20, +1 *longsword*) or +17/+12/+7 ranged (1d8+5/x3, +1 *composite longbow* [+4 Str bonus]); SA energy drain, smite evil 2/day, spell-like abilities, *summon tanar'ri*, turn undead 13/day (+12, 2d6+15, 5th); SQ aura of courage, aura of good, damage reduction 10/cold iron or good, darkvision 60 ft., *detect evil*, divine grace, divine health, immunities (electricity, poison), lay on hands 80/day, remove disease 1/week, resistances (acid 10, cold 10, fire 10), *special mount*, spell resistance 18, telepathy 100 ft., tongues; AL LG; SV Fort +23, Ref +19, Will +19; Str 21, Dex 14, Con 14, Int 16, Wis 14, Cha 30.

Skills and Feats: Bluff +19, Concentration +15, Diplomacy +18, Disguise +19, Escape Artist +11, Hide +11, Intimidate +19, Knowledge (religion) +8, Knowledge (the planes) +12, Listen +19, Move Silently +11, Ride +19, Search +12, Sense Motive +14, Spot +19; Divine ShieldCW, Dodge, Elusive TargetCW, Mobility, Power Attack.

Languages: Abyssal, Celestial, Common, Draconic.

Energy Drain (Su): Eludecia can drain energy (Will DC 23) from any mortal she lures into some act of passion, or by simply planting a kiss on the victim. But because she now believes this ability is evil, she no longer uses it.

Smite Evil (Su): Twice per day, Eludecia may attempt to smite evil with one normal melee attack. She adds +10 to her attack roll and deals an extra +8 points of damage.

Spell-Like Abilities: At will -- *charm monster* (DC 24), *detect good*, *detect thoughts* (DC 22), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 23), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Summon Tanar'ri (Sp): Once per day, Eludecia can attempt to summon one vrock. As long as she remains good-aligned, however, no vrock will answer her summons. This ability is the equivalent of a 3rd-level spell.

Detect Evil (Sp): Eludecia can use *detect evil* at will as the spell (caster level 12th).

Divine Health (Ex): Eludecia is immune to disease.

Special Mount (Sp): Once per day for up to 4 hours, Eludecia can call upon her mount as a full-round action.

Tongues (Su): Eludecia has a permanent tongues ability (as the spell, caster level 12th).

Paladin Spells Prepared (caster level 4th): 1st -- *bless weapon*, *cure light wounds*; 2nd -- *bull's strength*.

Equipment: +2 *mithral breastplate*, +1 *holy glaive*, +1 *longsword*, +1 *composite longbow* (+4 Str bonus) with 40 arrows, *ring of protection* +2, *gauntlets of ogre power*, 210 gp worth of needed mundane equipment.

Tactics: At the beginning of every fight, Eludecia activates her Divine Shield to add +10 to her Armor Class. She prefers to remain in melee and launch full attacks on a foe, using Power Attack to augment her damage, and then teleport away when her hit points run low. She can then use her paladin spells to heal herself and return to combat if need be.

Eludecia (18th Level)

At this level, Eludecia still prefers not to fight if she can neutralize an opponent by some other means, but as her power has grown, so has her confidence.

Eludecia: Female succubus paladin 12; CR 16; Medium outsider (chaotic, evil, extraplanar, tanar'ri); HD 6d8+12 plus 12d10+24; hp 133; Init +2; Spd 30 ft., fly 50 ft. (average); AC 32, touch 14, flat-footed 30; Base Atk +18; Grp +25; Atk +25 melee (1d6+7, claw) or +26 (1d10+12/x3, +2 *holy adamantine glaive*) or +25 melee (2d6+11/19-20, +1 *holy cold iron greatsword*) or +21 ranged (1d8+5/x3, +1 *evil outsiders bane composite longbow* [+4 Str bonus]); Full Atk +25 melee (1d6+7, 2 claws) or +27/+22/+17/+12 (1d10+12/x3, +2 *holy adamantine glaive*) or +26/+21/+16/+11 melee (2d6+11/19-20, +1 *holy cold iron greatsword*) or +21/+16/+11/+6 ranged (1d8+5/x3, +1 *evil outsiders bane composite longbow* [+4 Str bonus]); SA energy drain, smite evil 3/day, spell-like abilities, *summon tanar'ri*, turn undead 14/day (+13, 2d6+19, 9th); SQ aura of courage, aura of good, damage reduction 10/cold iron or good, darkvision 60 ft., *detect evil*, divine grace, divine health, immunities (electricity, poison), lay on hands 132/day, remove disease 3/week, resistances (acid 10, cold 10, fire 10), *special mount*, spell resistance 18, telepathy 100 ft., tongues; AL LG; SV Fort +26, Ref +22, Will +22; Str 24, Dex 14, Con 14, Int 16, Wis 14, Cha 32.

Skills and Feats: Bluff +20, Concentration +19, Diplomacy +24, Disguise +20, Escape Artist +11, Hide +11, Intimidate +20, Knowledge (religion) +11, Knowledge (the planes) +12, Listen +19, Move Silently +11, Ride +23, Search +12, Sense Motive +18, Spot +19; Divine MightCW, Divine ShieldCW, Dodge, Elusive TargetCW, Improved Buckler Defense, Mobility, Power Attack.

Languages: Abyssal, Celestial, Common, Draconic.

Energy Drain (Su): Eludecia can drain energy (Will DC 24) from any mortal she lures into some act of passion, or by simply planting a kiss on the victim. But because she now believes this ability is evil, she no longer uses it.

Smite Evil (Su): Three times per day, Eludecia may attempt to smite evil with one normal melee attack. She adds +11 to her attack roll and deals an extra +12 points of damage.

Spell-Like Abilities: At will -- *charm monster* (DC 25), *detect good*, *detect thoughts* (DC 23), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 24), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Summon Tanar'ri (Sp): Once per day, Eludecia can attempt to summon one vroek. As long as she remains good-aligned, however, no vroek will answer her summons. This ability is the equivalent of a 3rd-level spell.

Detect Evil (Sp): Eludecia can use *detect evil* at will as the spell (caster level 12th).

Divine Health (Ex): Immunity to disease.

Special Mount (Sp): Once per day for up to 24 hours, Eludecia can call upon her mount as a full-round action.

Tongues (Su): Eludecia has a permanent tongues ability (as the spell, caster level 12th).

Paladin Spells Prepared (caster level 6th): 1st -- *bless weapon*, *cure light wounds*; 2nd -- *bull's strength*, *eagle's splendor*; 3rd -- *cure moderate wounds*.

Equipment: +2 *mithral breastplate*, +1 *moderate fortification buckler*, +2 *holy adamantite glaive*, +1 *holy cold iron greatsword*, +1 *evil outsiders bane composite longbow* (+4 Str bonus) with 40 arrows, *ring of protection +2*, *belt of giant strength +4*, *cloak of Charisma +2*, *boots of speed*.

Tactics: As a 12th-level paladin, Eludecia still takes advantage of the protection afforded by her Divine Shield, which now adds +11 to her AC, but she also uses Divine Might to add +11 to her damage rolls. Since she can turn undead fourteen times a day, she seeks opportunities to shield others from harm with that ability. She still prefers to melee her foes, making as much use of Power Attack as possible.

Eludecia as a Villain

For those who really want a villain for their campaigns, here is Eludecia as an ex-paladin and a blackguard. These three versions of Eludecia are not consecutive; they represent her losing her faith and goodness at three different points in her career as a paladin and making different feat choices.

A wise man once said, "It is better to have loved and lost than never to have loved at all." Maybe that sentiment is true for some, but not for Eludecia. When the angel she loved was lost to her, she was devastated. Her grief warped her back to evil, and the added training she had received as a paladin made her an even more powerful force for evil than she would have been otherwise.

Now Eludecia can not only deceive good creatures and drain their life energy, but she need not fear melee if she is discovered. Though her Armor Class no longer benefits from Divine Shield, she is extremely devastating in combat, and her ferocity and ability to deal damage often catch foes off guard.

Eludecia (8th Level)

This version of Eludecia slipped back to evil early in her career as a paladin.

Eludecia: Female succubus ex-paladin 2; CR 8; Medium outsider (chaotic, evil, extraplanar, tanar'ri); HD 6d8+12 plus 2d10+4; hp 58; Init +2; Spd 30 ft., fly 50 ft. (average); AC 27, touch 12, flat-footed 25; Base Atk +8; Grp +12; Atk +12 melee (1d6+4, claw) or +13 melee (1d10+7/x3, +1 *glaive*) or +13 melee (2d6+6/19-20, masterwork greatsword) or +11 ranged (1d8+4/x3, masterwork composite longbow [+4 Str bonus]); Full Atk +12 melee (1d6+4, 2 claws) or +13/+8 melee (1d10+7/x3, +1 *glaive*) or +13/+8 melee (2d6+6/19-20, masterwork greatsword) or +11/+6 ranged (1d8+4/x3, masterwork composite longbow [+4 Str bonus]); SA energy drain, spell-like abilities, *summon tanar'ri*; SQ damage reduction 10/cold iron or good, darkvision 60 ft., immunities (electricity, poison), resistances (acid 10, cold 10, fire 10), spell resistance 18, telepathy 100 ft., tongues; AL CE; SV Fort +10, Ref +7, Will +7; Str 18, Dex 14, Con 14, Int 16, Wis 14, Cha 30.

Skills and Feats: Bluff +21, Concentration +11, Diplomacy +16, Disguise +19, Escape Artist +11, Hide +11, Intimidate +21, Knowledge (religion) +5, Knowledge (the planes) +12, Listen +19, Move Silently +11, Ride +6, Search +12, Sense Motive +4, Spot +19; Dodge, Persuasive, Power Attack.

Languages: Abyssal, Celestial, Common, Draconic.

Energy Drain (Su): Eludecia can drain energy from any mortal she lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, Eludecia must start a grapple to complete the kiss, thereby provoking an attack of opportunity. Her kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell that asks the victim to accept another kiss from her (DC 23 Will save negates). The DC for the Fortitude save to remove a negative level is 23.

Spell-Like Abilities: At will -- *charm monster* (DC 24), *detect good*, *detect thoughts* (DC 22), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 23), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Summon Tanar'ri (Sp): Once per day, Eludecia can attempt to summon one vroek (30% chance of success). This ability is the equivalent of a 3rd-level spell.

Tongues (Su): Eludecia has a permanent tongues ability (as the spell, caster level 12th).

Equipment: +1 *mithral breastplate armor*, +1 *glaive*, masterwork greatsword, masterwork composite longbow (+4 Str bonus) with 40 arrows, 128 gp worth of mundane equipment.

Eludecia (14th Level)

In this version, Eludecia lost her love and her paladinhood at 6th level and immediately became a blackguard.

Eludecia: Female succubus ex-paladin 6/blackguard 2; CR 12; Medium outsider (chaotic, evil, extraplanar, tanar'ri); HD 6d8+12 plus 8d10+16; hp 103; Init +2; Spd 30 ft., fly 50 ft. (average); AC 30, touch 14, flat-footed 28; Base Atk +14; Grp +19; Atk +19 melee (1d6+5, claw) or +20 melee (1d10+8/x3, +1 *unholy glaive*) or +20 melee (2d6+7/19-20, +1 *greatsword*) or +17 ranged (1d8+4/x3, +1 *composite longbow* [+4 Str bonus]); Full Atk +19 melee (1d6+5, 2 claws) or +20/+15/+10 melee (1d10+8/x3, +1 *unholy glaive*) or +20/+15/+10 melee (2d6+7/19-20, +1 *greatsword*) or +17/+12/+7 ranged (1d8+4/x3, +1 *composite longbow* [+4 Str bonus]); SA

energy drain, smite good 2/day, spell-like abilities, *summon tanar'ri*; SQ aura of evil, damage reduction 10/cold iron or good, dark blessing, darkvision 60 ft., *detect good*, immunities (electricity, poison), lay on hands 80/day, poison use, resistances (acid 10, cold 10, fire 10), spell resistance 18, telepathy 100 ft., tongues; AL CE; SV Fort +25, Ref +19, Will +19; Str 21, Dex 14, Con 14, Int 16, Wis 14, Cha 30.

Skills and Feats: Bluff +21, Concentration +15, Diplomacy +18, Disguise +19, Escape Artist +11, Hide +14, Intimidate +26, Knowledge (religion) +5, Knowledge (the planes) +12, Listen +19, Move Silently +11, Ride +19, Search +12, Sense Motive +9, Spot +19; Cleave, Dodge, Improved Sunder, Persuasive, Power Attack.

Languages: Abyssal, Celestial, Common, Draconic.

Energy Drain (Su): Eludecia can drain energy from any mortal she lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, Eludecia must start a grapple to complete the kiss, thereby provoking an attack of opportunity. Her kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell that asks the victim to accept another kiss from her (DC 23 Will save negates). The DC for the Fortitude save to remove a negative level is 23.

Smite Good (Su): Twice a day, Eludecia may attempt to smite good with one normal melee attack. She adds +10 to her attack roll and deals an extra +2 points of damage.

Spell-Like Abilities: At will -- *charm monster* (DC 24), *detect good*, *detect thoughts* (DC 22), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 23), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Summon Tanar'ri (Sp): Once per day, Eludecia can attempt to summon one vroek (30% chance of success). This ability is the equivalent of a 3rd-level spell.

Detect Good (Sp): Eludecia can use *detect good* at will as the spell.

Poison Use: Eludecia is skilled in the use of poison and never risks accidentally poisoning herself when applying poison to a weapon.

Tongues (Su): Eludecia has a permanent tongues ability (as the spell, caster level 12th).

Blackguard Spells Prepared (caster level 2nd): 1st -- *cure light wounds*, *inflict light wounds*.

Equipment: +2 *mithral breastplate armor*, +1 *unholy glaive*, +1 *greatsword*, +1 *composite longbow* (+4 Str bonus) with 40 arrows, *ring of protection* +2, *gauntlets of ogre power*.

Tactics: Eludecia has developed a penchant for bloodshed and does not hesitate to enter melee when she is crossed. She prefers to attack with her glaive, but she depends on her greatsword in close combat.

Eludecia (18th Level)

This version of Eludecia turned back to evil earlier than the last one, at her 3rd paladin level. She took up the mantle of the blackguard at a powerful demon's behest and now specializes in subverting good-aligned rulers of

mortal realms. She has, however, led units of demons to war on more than one occasion.

Eludecia: Female succubus ex-paladin 3/blackguard 9; CR 16; Medium outsider (chaotic, evil, extraplanar, tanar'ri); HD 6d8+24 plus 12d10+48; hp 169; Init +2; Spd 30 ft., fly 50 ft. (average); AC 30, touch 14, flat-footed 28; Base Atk +18; Grp +25; Atk +25 melee (1d6+7, claw) or +27 melee (1d10+12/x3, +2 *unholy adamantine glaive*) or +26 melee (2d6+10/19-20, +1 *unholy cold iron greatsword*) or +21 ranged (1d8+4/x3, +1 *human bane composite longbow* [+4 Str bonus]); Full Atk +25 melee (1d6+7, 2 claws) or +27/+22/+17/+12 melee (1d10+12/x3, +2 *unholy adamantine glaive*) or +26/+21/+16/+11 melee (2d6+10/19-20, +1 *unholy cold iron greatsword*) or +21/+16/+11/+6 ranged (1d8+4/x3, +1 *human bane composite longbow* [+4 Str bonus]); SA command undead 14/day (+13, 2d6+18, 7th), energy drain, smite good 2/day, sneak attack +2d6, spell-like abilities, *summon tanar'ri*; SQ aura of despair, aura of evil, damage reduction 10/cold iron or good, dark blessing, darkvision 60 ft., *detect good*, *fiendish servant*, immunities (electricity, poison), lay on hands 99/day, poison use, resistances (acid 10, cold 10, fire 10), spell resistance 18, telepathy 100 ft., tongues; AL CE; SV Fort +29, Ref +22, Will +22; Str 24, Dex 14, Con 18, Int 16, Wis 14, Cha 32.

Skills and Feats: Bluff +22, Concentration +23, Diplomacy +24, Disguise +20, Escape Artist +11, Hide +15, Intimidate +27, Knowledge (religion) +8, Knowledge (the planes) +12, Listen +19, Move Silently +11, Ride +23, Search +12, Sense Motive +10, Spot +19; Cleave, Combat BruteCW, Divine MightCW, Dodge, Improved Sunder, Persuasive, Power Attack.

Languages: Abyssal, Celestial, Common, Draconic.

Energy Drain (Su): Eludecia can drain energy from any mortal she lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, Eludecia must start a grapple to complete the kiss, thereby provoking an attack of opportunity. Her kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell that asks the victim to accept another kiss from her (DC 24 Will save negates). The DC for the Fortitude save to remove a negative level is 24.

Smite Good (Su): Twice a day, Eludecia may attempt to smite good with one normal melee attack. She adds +11 to her attack roll and deals an extra +9 points of damage.

Sneak Attack (Ex): Eludecia deals 2d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. Eludecia may choose to deliver nonlethal damage with her sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Spell-Like Abilities: At will -- *charm monster* (DC 25), *detect good*, *detect thoughts* (DC 23), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 24), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Summon Tanar'ri (Sp): Once per day, Eludecia can attempt to summon one vroek (30% chance of success). This ability is the equivalent of a 3rd-level spell.

Aura of Despair (Su): Eludecia radiates a malign aura that causes every enemy within 10 feet of her to take a -2 morale penalty on all saving throws.

Detect Good (Sp): Eludecia can use *detect good* at will as the spell.

Fiendish Servant (Sp): Eludecia may call a fiendish creature to serve her. At present, she has no servant.

Poison Use: Eludecia is skilled in the use of poison and never risks accidentally poisoning herself when applying poison to a weapon.

Tongues (Su): Eludecia has a permanent tongues ability (as the spell, caster level 12th).

Blackguard Spells Prepared (caster level 9th): 1st -- *corrupt weapon*, *cure light wounds*, *inflict light wounds*; 2nd -- *bull's strength*, *cure moderate wounds*, *eagle's splendor*; 3rd -- *protection from energy*; 4th -- *cure critical wounds*.

Equipment: +2 *mithral breastplate armor*, +2 *unholy adamantine glaive*, +1 *unholy cold iron greatsword*, +1 *human bane composite longbow* (+4 Str bonus) with 40 arrows, *ring of protection +2*, *amulet of health +4*, *belt of giant strength +4*, *cloak of Charisma +2*, *boots of speed*.

Tactics: Eludecia is now fully confident in her melee abilities. She often feints in combat and calls up allies (if she has them) to take her place in melee so that she can retreat and heal damage.

About the Author

Robert Wiese entered the gaming hobby through the Boy Scouts, and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA Network for almost seven years, overseeing the creation of the Living Greyhawk and Living Force campaigns among other achievements. Eventually he returned to private life in Reno, Nevada. He is still involved in writing, organizing conventions, and playing. He also models proteins for the Biochemistry Department of the University of Nevada, Reno, and spends as much time as possible with his wife and many pets. He expects to enlarge his family by one before the end of the year.

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